

---

# The 'Sprint' Book

*How to solve big problems and test new ideas in just five days*

Mark Vogelgesang  
GSA IT, ICPA

---

---

# Premise

In 5 days, do the following:

- Get the right folks in the room
- Pose a big question or problem
- Pick potential solutions
- Prototype it
- Test it and learn

<https://www.thesprintbook.com/>

---

---

# What's Needed

- A dedicated room
  - A distraction free environment (no phones or laptops)
  - A timer
  - White boards, sticky notes, markers,
-

---

---

# Monday

- Environment of trust and respect
  - Agree on the long term goal that you'd like to solve
  - Diagram the problem or the flow of information
  - Finalize the focus
-

---

# Tuesday

- Evaluate solutions from competitors and others in the industry
  - Present those ideas as well as some of your own
  - Capture the elements that you like
  - Storyboard and further elaborate on potential solutions
  - Recruit testers for Friday
-

---

# Wednesday

- Review all proposed solutions, provide feedback
  - Pick a solution to prototype (or a hybrid)
  - Finalize the storyboard for the prototype that will be built
-

---

# Thursday

- Prototyping!
  - You don't need technical users
  - Sketches, boxes with text, nice drawings, anything is fair game
  - Result should be something that folks can see and react to
  - High fidelity is not key
-

---

# Friday

- Test the prototype!
  - Present to them slides or storyboard
    - If you have technical team members, a wireframe may be doable
  - Understand where they have questions or hit stopping points
  - Gather feedback
  - Plan next steps
    - Implement, prototype more
-

---

---

# Final Thoughts

- What can be taken away from this?
  - Is it actually doable here at GSA?
  - Resources
-